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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/743,338	12/23/2003	Jun Fujimoto	402922/SOEI	5582
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EXAMINER				
TORIMERO, ADETOKUNBO OLUSEGUN				
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3714				
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**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

### Office Action Summary

**Application No.**

10/743,338

**Applicant(s)**

FUJIMOTO, JUN

**Examiner**

ADETOKUNBO O. TORIMIRO

**Art Unit**

3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --  
**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

- 1) ☒ Responsive to communication(s) filed on 21 March 2008.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

- 4) ☒ Claim(s) 18-30 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 18-30 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

**Application Papers**

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. § 119**

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some \* c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
  2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

**Attachment(s)**

- 1) ☐ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☐ Information Disclosure Statement(s) (PTO/SE/US)  
Paper No(s)/Mail Date \_\_\_\_\_
- 4) ☐ Interview Summary (PTO-413)  
Paper No(s)/Mail Date \_\_\_\_\_
- 5) ☐ Notice of Informal Patent Application
- 6) ☐ Other: \_\_\_\_\_

***DETAILED ACTION***

1. The amendment received on 03/21/2008 has been considered. It has been noted that claims 19,20,22,28, and 29 has been amended. New claim 30 has been added.

***Claim Rejections - 35 USC § 103***

2. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

3. Claims 18-23 and 30 are rejected under 35 U.S.C. 103(a) as being unpatentable over Raven et al (US 5,429,361) in view of Dickinson et al (US 5,265,874) and Nelson et al (US 2004/0053682).

Re claims 18 and 30: Raven et al teaches a gaming apparatus comprising a portable memory device / *magnetic/smart card* for storing a game medium value of game media used to purchase play of games provided by a gaming machine; and a gaming machine (10) interacting with the portable memory device and including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (see fig. 3; col.11, lines 30-31), a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (see col.11, lines 11-16).

However, Raven et al fails to teach a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media (**see col.2, lines 34-41**).

Nelson et al teaches and a game medium payout device for paying out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (**see fig.6; par. [0066], lines 17-20**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a game medium converting device of Dickinson et al into the gaming machine of Raven et al so that physical game medium can be obtained upon completion of the game thereby increasing the enjoyment and excitement of the game; it is also obvious to incorporate the payout device/money dispenser of Nelson et al into the system of Raven so as to provide a gaming machine whereby players of the game can cash out their winnings without first having to go through casino operator thereby making the game more comfortable for the player.

Re claims 19 and 22: Raven et al teach the gaming apparatus wherein the gaming machine includes a portable memory device issuing device (**see col.11, lines 27-29**).

However, Raven et al fails to teach the gaming machine comprising a value inputting device for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media inserted into the game machine

Nelson et al teaches the gaming machine comprising a value inputting device (120,124) for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media / *cash* inserted into the game machine (see fig.1; par. [0044]).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a value inputting device of Nelson et al in the gaming machine of Raven et al. One would be motivated to do this so that players can enjoy their game play immediately at the gaming machine without the need to loose their sits every time they want to re-play a game but can simply play and enjoy the game by using the value input device on the gaming machine and also reducing cost of operation to the casino.

Re claims 20 and 23: Raven teaches the gaming apparatus wherein the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device / *debts* (see col.11, lines 11-16).

Re claim 21: Raven et al teaches a gaming apparatus comprising a gaming machine (10) including a game medium retrieving device for reading the game medium value from the

portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (see fig. 3; col.11, lines 30-31), a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (see col.11, lines 11-16).

However, Raven et al fails to teach a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media (see col.2, lines 34-41).

Nelson et al teaches and a game medium payout device for paying out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (see fig.6; par. [0066], lines 17-20).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a game medium converting device of Dickinson et al into the gaming machine of Raven et al so that physical game medium can be obtained upon completion of the game thereby increasing the enjoyment and excitement of the game; it is also obvious to incorporate the payout device/money dispenser of Nelson et al into the system of Raven so as to provide a gaming machine whereby players of the game can cash out their

winnings without first having to go through casino operator thereby making the game more comfortable for the player.

4. Claims 24-29 are rejected under 35 U.S.C. 103(a) as being unpatentable over Raven et al (US 5,429,361) in view of Dickinson et al (US 5,265,874) and Nelson et al (US 2004/0053682) and further in view of Applicants Admitted Prior Art (AAPA).

Re claim 24: Raven et al teaches a gaming apparatus comprising a portable memory device / *magnetic/smart card* for storing a game medium value of game media used to purchase play of games provided by a gaming machine; gaming machines including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (**see fig. 3; col.11, lines 30-31**), a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (**see col.11, lines 11-16**).

However, Raven et al fails to teach a plurality of gaming machines having differing minimum bets and game media denominations, a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

AAPA teaches a plurality of gaming machines having differing minimum bets and game

media denominations (see par. [0003], lines 6-13).

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media (see col.2, lines 34-41).

Nelson et al teaches and a game medium payout device for paying out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (see fig.6; par. [0066], lines 17-20).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a plurality of gaming machines having differing minimum bets and game media denomination as taught in the AAPA so as to provide variety for the game players and patrons of the casino; and also to include a game medium converting device of Dickinson et al into the gaming machine of Raven et al so that physical game medium can be obtained upon completion of the game thereby increasing the enjoyment and excitement of the game; it is also obvious to incorporate the payout device/money dispenser of Nelson et al into the system of Raven so as to provide a gaming machine whereby players of the game can cash out their winnings without first having to go through casino operator thereby making the game more comfortable for the player.

Re claims 25 and 28: Raven et al teach the gaming apparatus wherein the gaming machine includes a portable memory device issuing device (see col.11, lines 27-29).

However, Raven et al fails to teach the gaming machine comprising a value inputting device for recording value of physical game media inserted into the game machine, wherein the



value recording device records in the portable memory device the value of the physical game media inserted into the game machine

Nelson et al teaches the gaming machine comprising a value inputting device (120,124) for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media / *cash* inserted into the game machine (see fig.1; par. [0044]).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a value inputting device of Nelson et al in the gaming machine of Raven et al. One would be motivated to do this so that players can enjoy their game play immediately at the gaming machine without the need to loose their sits every time they want to re-play a game but can simply play and enjoy the game by using the value input device on the gaming machine and also reducing cost of operation to the casino.

Re claims 26 and 29: Raven teaches the gaming apparatus wherein the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device / *debits* (see col.11, lines 11-16).

Re claim 27: Raven et al teaches a gaming apparatus comprising gaming machines including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (see fig. 3; col.11, lines 30-31), a value

recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (**see col.11, lines 11-16**).

However, Raven et al fails to teach a plurality of gaming machines having differing minimum bets and game media denominations, a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

AAPA teaches a plurality of gaming machines having differing minimum bets and game media denominations (**see par. [0003], lines 6-13**).

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media (**see col.2, lines 34-41**).

Nelson et al teaches and a game medium payout device for paying out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (**see fig.6; par. [0066], lines 17-20**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a game medium converting device of Dickinson et al into the gaming machine of Raven et al so that physical game medium can be obtained upon completion of the game thereby increasing the enjoyment and excitement of the game; it is also obvious to incorporate the payout device/money dispenser of Nelson et al into the system

of Raven so as to provide a gaming machine whereby players of the game can cash out their winnings without first having to go through casino operator thereby making the game more comfortable for the player.

### ***Response to Arguments***

5. Applicant's arguments filed 03/21/2008 have been fully considered but they are not persuasive.

In response to the Applicant's argument that Nelson does not teach converting at least a part of the game result value, the Examiner agrees by pointing out that Nelson wasn't cited to teach this limitation, but Dickinson. Examiner points out that from the cited portion of Dickinson, a balance of value which is a part of the total value in the game was converted into cash as seen in the reference. Therefore obviousness is only established when one reference teaches what another does not.

In response to the Applicant's argument that neither Raven nor Dickinson teach paying out physical payout at the gaming machine, the examiner agrees and points out that Nelson teaches this feature. From the cited portion of Nelson addressing paying out of physical medium, it is noted that Nelson explicitly teaches the feature of physical payout. Obviousness can only be established when one reference teaches what another does not.

### ***Conclusion***

6. **THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

Art Unit: 3714

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Adetokunbo O. Torimiro whose telephone number is (571) 270-1345. The examiner can normally be reached on Mon-Fri (8am - 4pm).

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert Pezzuto can be reached on (571) 272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

/A. O. T./

Examiner, Art Unit 3714

/Robert E Pezzuto/

Supervisory Patent Examiner, Art Unit 3714